

AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions and listings in the application.

Listing of Claims

1. (Currently Amended) A computer-implemented method for communication within a network, said method comprising the steps of:

transmitting a data packet as a broadcast signal from a first application node of a first subnetwork to a first gateway node of the first subnetwork;

transmitting the data packet as a point-to-point signal from the first gateway node to a second gateway node of a second subnetwork;

transmitting the data packet as a broadcast signal from the second gateway node of the second subnetwork to at least one application node of the second subnetwork; ~~and~~

utilizing said three transmitting steps to simulate a war game between two remote geographic sites such that the data packet is stored in memory of one of the first subnetwork and the second subnetwork; and

transmitting the data packet as a broadcast signal
to a second application node of the first subnetwork.

2. (Canceled)

3. (Previously Presented) The computer-implemented method as set forth in claim 1 wherein said transmitting the data packet as a point-to-point signal is conducted across an undedicated communication network.

4. (Previously Presented) The computer-implemented method as set forth in claim 3 wherein the undedicated communication network is the Internet.

5. (Canceled)

6. (Previously Presented) The computer-implemented method as set forth in claim 1 wherein the broadcast signals each comprise an Ethernet Protocol Data Unit.

7. (Previously Presented) The computer-implemented method as set forth in claim 1 wherein the point-to-point signal includes an IP address.

8. (Canceled)

9. (Currently Amended) A system comprising:

a first device for transmitting a data packet as a broadcast signal from a first application node of a first subnetwork to a first gateway node of the first subnetwork;

a second device for transmitting the data packet as a point-to-point signal from the first gateway node to a second gateway node of a second subnetwork; and

a third device for transmitting the data packet as a broadcast signal from the second gateway node of the second subnetwork to at least one application node of the second subnetwork,

said first, second, and third devices simulating a war game between two remote geographic sites such that the

data packet is stored in memory of one of the first subnetwork and the second subnetwork,

said third device transmitting another data packet as a broadcast signal from the at least one application node of the second subnetwork to the second gateway node of the second subnetwork, said second device transmitting the other data packet as a point-to-point signal from the second gateway node to the first gateway node of the first subnetwork, said third device transmitting the data packet as a broadcast signal from the first gateway node of the first subnetwork to the first application node of the first subnetwork.

10. (Canceled)

11. (Original) The system as set forth in claim 9 wherein said first device is a computer.

12. (Original) The system as set forth in claim 11 wherein the first gateway node converts the data packet from

the broadcast signal to the point-to-point signal by adding an IP address to the broadcast signal.

13. (Currently Amended) The system as set forth in claim 9 wherein said third device ~~means~~ is a computer.

14. (Currently Amended) The system as set forth in claim 9 wherein said second device ~~means~~ is an undedicated intranet.

15. (Canceled)

16. (Currently Amended) An apparatus for simulating a war game, said apparatus comprising:

a first means for transmitting a data packet as a broadcast signal from a first application node of a first subnetwork to a first gateway node of the first subnetwork;

a second means for transmitting the data packet as a point-to-point signal from the first gateway node to a second gateway node of a second subnetwork; and

a third means for transmitting the data packet as a

broadcast signal from the second gateway node of the second subnetwork to at least one application node of the second subnetwork,

said first, second, and third transmitting means simulating the war game between two remote geographic sites such that the data packet is stored in memory of said second transmitting means,

said third means transmitting another data packet as a broadcast signal from the at least one application node of the second subnetwork to the second gateway node of the second subnetwork, said second means transmitting the other data packet as a point-to-point signal from the second gateway node to the first gateway node of the first subnetwork, said third means transmitting the data packet as a broadcast signal from the first gateway node of the first subnetwork to the first application node of the first subnetwork.

17. (Canceled)

18. (Currently Amended) A computer program product for communicating within a network, said product comprising:

a first subnetwork having a first application node and a first gateway node; and

a second subnetwork having a second application node and a second gateway node,

said first application node transmitting a data packet as a broadcast signal to said first gateway node of said first subnetwork;

said first gateway node transmitting said data packet as a point-to-point signal from said first gateway node to said second gateway node of said second subnetwork,

said second gateway node transmitting said data packet as a broadcast signal from said second gateway node of said second subnetwork to said second application node of said second subnetwork, the broadcast signals being stored in memory of one of said first gateway node and said second gateway node,

said first and second subnetworks simulating a war game between two remote geographic sites,

said second application node transmitting another data packet as a broadcast signal to said second gateway node, said second gateway node transmitting said other data packet as a point-to-point signal to said first gateway node, and said first gateway node transmitting said other data packet as a broadcast signal to said first and second application nodes.

19. (Canceled)

20. (Canceled)